



# **Avionics Software Challenges and Initiatives**

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**Don C. Winter  
Manager – Open Systems R&D Programs  
Phantom Works  
[don.c.winter@boeing.com](mailto:don.c.winter@boeing.com)**

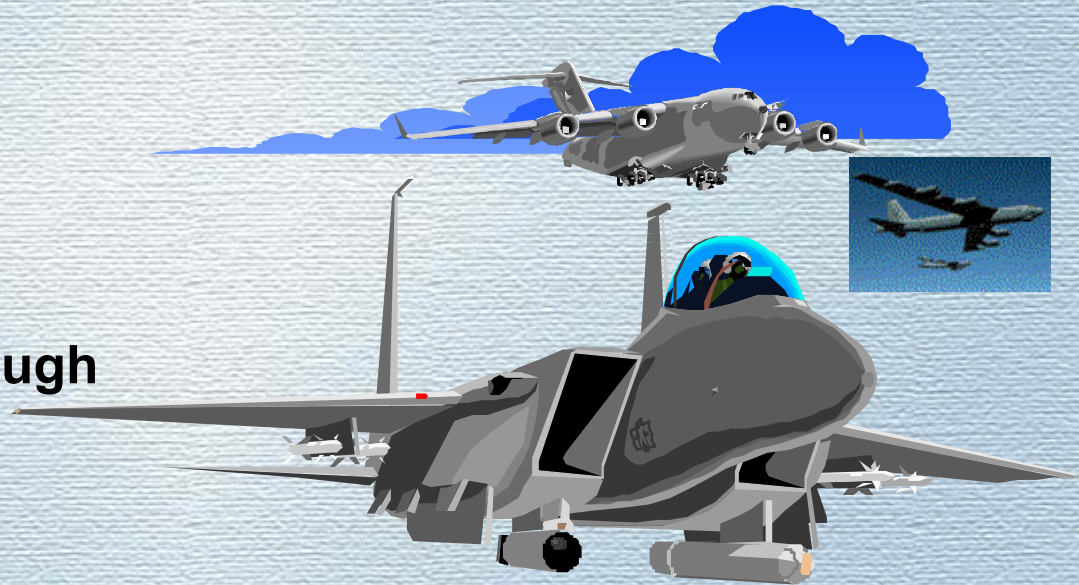


# Avionics Software Situation



*Software has become the pacing element in the development and modernization of military avionics systems*

- Accounts for a growing percentage of system complexity and cost
- Increasing instances of cost/schedule overruns
- More errors slipping through to fielded systems



*The Challenge: Provide affordable, maintainable, high-integrity software within budget and delivery constraints*



# Problem Statement

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- Technology trends in weapon systems are driving exponential growth in software complexity
  - Autonomous systems, adaptive systems, fault-tolerant systems...
- Traditional approaches and processes do not scale well
  - Program-specific architectures, languages, tools
  - Unaligned with commercial practices
- High turnover in defense software workforce
  - Ad-hoc knowledge management for legacy systems
  - Constantly climbing the learning curve

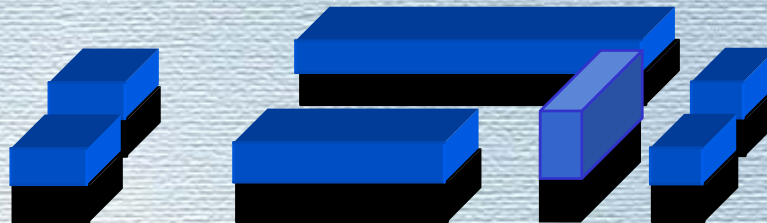
***Current technology, practices and culture of the industry cannot cope with the emerging environment***



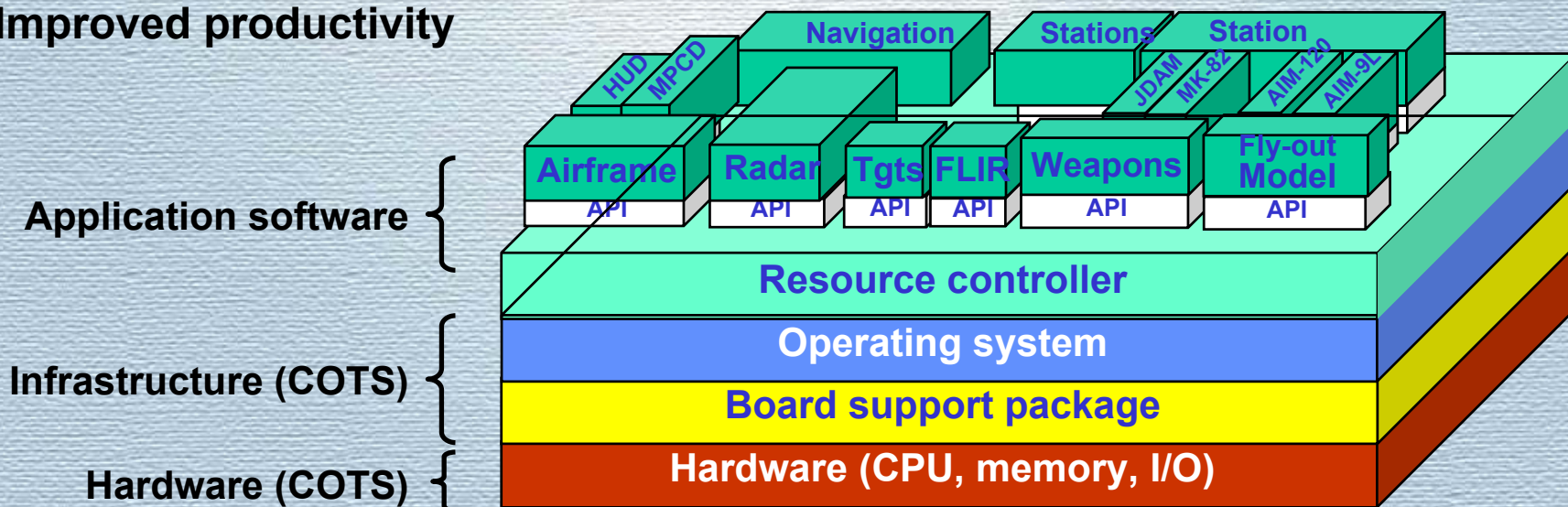
# Product Line Software Architecture

- Hierarchical layered architecture
- Isolation from hardware changes
- Plug-and-play software modularity
- Reuse applications
- Change encapsulation
- Improved maintainability
- Improved productivity

Program unique software



Common OFP architecture



Application software

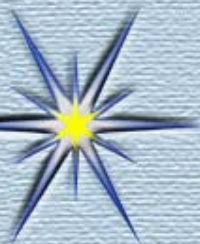
Infrastructure (COTS)

Hardware (COTS)



# Where are the Technology Voids?

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**COTS supports some aspects of development well, but many voids exist:**

- **“Front end” of process**
  - **Model-based tools for requirements/design capture**
  - **Automated configuration and integration of components**
- **“Back end” of process**
  - **Simulation-based testing**
  - **Formal verification methods and tools**
- **Support for hard real-time, embedded systems is limited**
  - **Quality-of-service requirements expression/guarantees**
- **Support for high-dependability systems is limited**
- **Legacy system constraints**
  - **Infusing new technology into resource-limited, “closed” systems**



# Cultural Challenges

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- **Defense acquisition culture presents impediments**
  - “Silo” approach to planning/funding system modernization
  - “Wasn’t invented here” mindset in programs
  - Inability to trade front-end investment for life-cycle returns, even when business case is compelling
  - Support structure based on single fielded configuration
  - T&E community resistance to tailored re-qualification
- **FAA software development/verification culture presents additional impediments**
  - Approved processes lag technology
  - “Cradle to grave” involvement and oversight
- **Synergy with COTS industry will always be limited without cultural transformation**



# Summary

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- **Boeing remains fully committed to a product line strategy for avionics software**
  - **Founded in COTS, open systems architecture**
  - **Large, multi-year IRAD investment**
  - **Growing number of platforms**
- **Government/industry partnership is needed to realize the full potential**
  - **Complementary investments in technology**
  - **Acquisition reform**
  - **FAA/certification authority involvement**

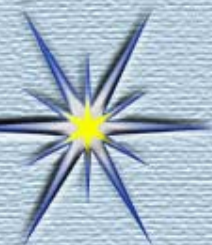




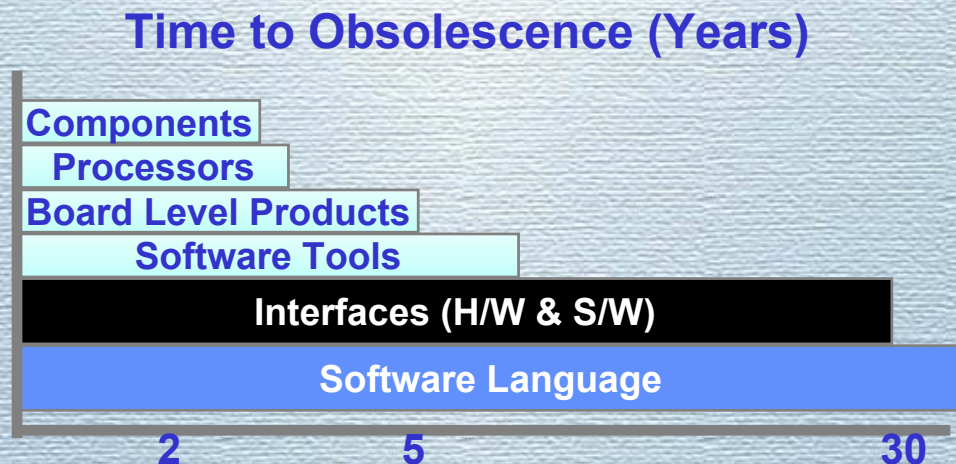
**Back Up**



# Leveraging COTS

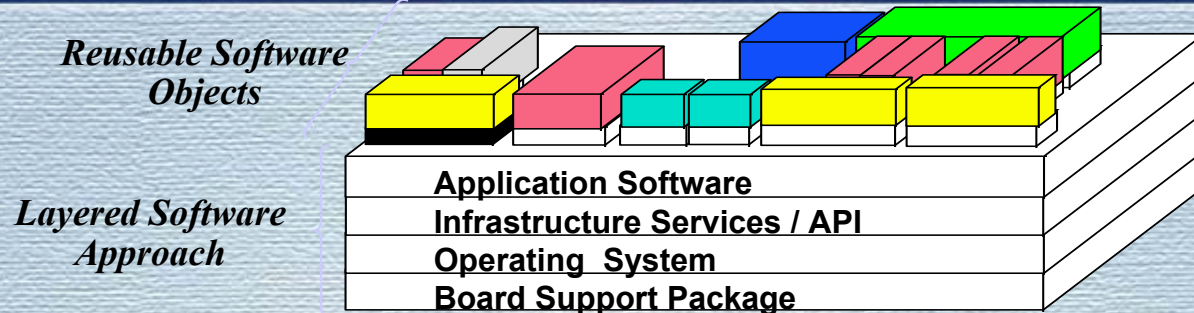


- To leverage COTS technology, military system developers must establish boundaries of stability
  - System functionality must remain stable for many years
  - Changes forced by obsolescence must be contained
    - > Re-qualification is too expensive to do often
  - Sources of COTS are not under configuration control





# COTS Leverage - Run Time




| Item                          | Description   |
|-------------------------------|---|
| Board Support Package         | <ul style="list-style-type: none"> <li>• Tailors the OS for Hardware Platform</li> <li>• COTS Software (VME Drivers, Interrupt Handlers)</li> </ul>   |
| Operating System              | <ul style="list-style-type: none"> <li>• COTS Real Time Operating System (e.g. VxWorks from Wind River)</li> <li>• POSIX Compliant Run Time Environment</li> </ul>  |
| Infrastructure Services / API | <ul style="list-style-type: none"> <li>• Common Object Request Broker Architecture (CORBA) Compliant Infrastructure</li> <li>• Facilitates Distributed Object Oriented Computing and Communication</li> </ul> |
| Application Software          | <ul style="list-style-type: none"> <li>• Object Oriented Design Methodology</li> <li>• Written in C++/Ada High Order Languages</li> <li>• Contains Reusable S/W "Building Blocks"</li> </ul>                  |



# COTS Leverage - Development Tools



| Item   | Description  |
|--|--|
| Requirements Analysis and Management   | <ul style="list-style-type: none"><li>• DOORS® Toolset for Requirements Capture</li></ul>  |
| Software Development   | <ul style="list-style-type: none"><li>• Rational Rose® Toolset for Object Oriented Analysis / Design</li><li>• Microsoft Visual C++ for Program/Debug</li></ul>  |
| Auto Code Generation   | <ul style="list-style-type: none"><li>• VAPS® Toolset for Open GL Prototype Display Code Generation</li><li>• Rational Rose Tool for C++ Code Generation</li></ul>   |
| Desktop Test Environment (DTE)<br> | <ul style="list-style-type: none"><li>• Facilitates Early Testing of S/W Components</li><li>• Reduces Requirements for S/W Test Benches</li><li>• Contains Microsoft Visual C++ Code Debugger</li><li>• COTS Graphical User Interface Developer</li><li>• VAPS® Display Simulation</li><li>• Common Test Language</li><li>• C++ Aircraft/Avionics Simulation</li></ul> |
| Configuration Management   | <ul style="list-style-type: none"><li>• ClearCase / ClearQuest</li></ul>   |

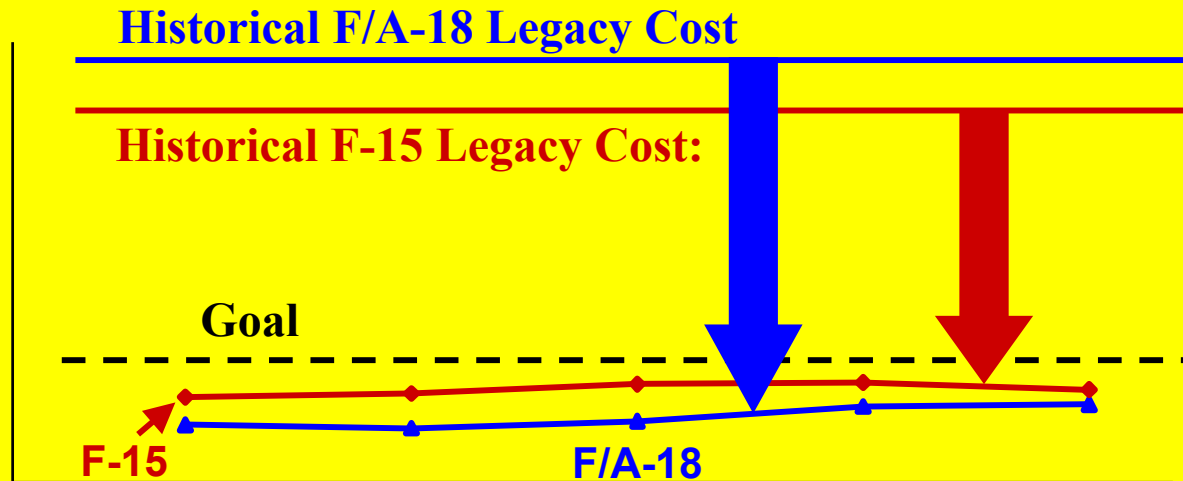


# Early Returns - Measured Benefit



## Cumulative Software Development Productivity

Labor Hours / SLOC



### Key Sources of Gain:

- Reuse
- COTS Tools
- Change Containment
- Desktop Testing

***Demonstrated Software Development Cost Reduction  
to less than 25% of Legacy Programs***



# Where to Look First - the Commercial Sector

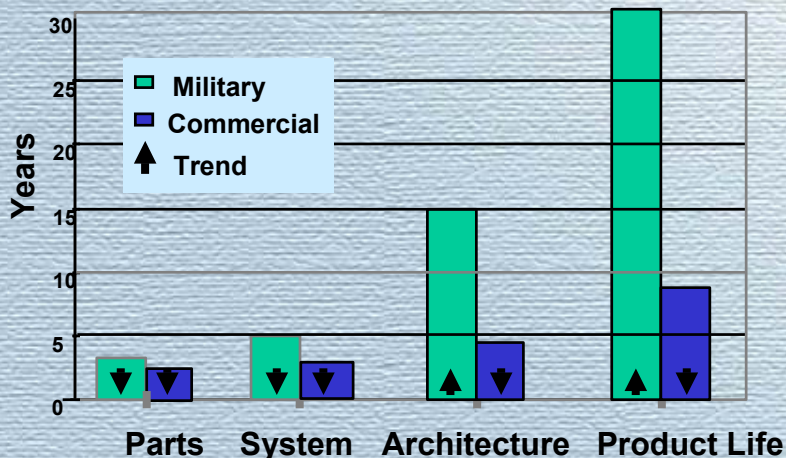


COTS market appears to be getting the job done, but:

- System turnover rates are much higher
- Systems are fielded with bugs
- Deadline-driven culture vs. “getting it exactly right” culture
- Systems are not as capacity-limited

Inherently greater leverage of automation and re-use

## Product Cycle - Military Vs Commercial



## Product Lifetimes are getting Shorter

